

# Julius Bangert

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## SUMMARY

With eight years experience in design and development, I have refined an interdisciplinary approach to creating engaging and compelling interactive experiences, games, applications, websites and user-interfaces. Utilising the latest technologies and best practices, I enjoy solving problems and generating ideas to provide innovative solutions. I consider myself an enthusiastic team contributor and communicator, constantly broadening my knowledge base and taking great pride in my work.

## SKILLS

- Mobile Applications
- Game Design
- Lua
- CSS
- jQuery
- Photoshop
- InDesign
- iOS development
- Accordion
- User Interface Design
- Corona SDK
- HTML 5
- JavaScript
- Graphic Design
- Illustrator
- Android Development
- Music
- Guitar

## EXPERIENCE

### Jubjub Studios

06 / 2014 - Present

Game & App Developer

Jubjub Studios was started up as a platform for my independent game and app development. Through this I have released the popular game Tri, an addictive brain training puzzler for iOS and Android, which has been well received with high volume downloads and positive customer comments.

I was drawn to game design and development because it encapsulates many creative practices into one package, with the final result benefitting and bringing enjoyment to the user. Specialisms such as programming, graphic design, animation and music all combine to form an interactive experience that can educate and inspire.

### John Brown Media Group

01 / 2015 - 03 / 2015

Freelance Contractor

I was contracted to work on two short projects at John Brown Media, both were to build interactive children's games themed around numeracy education. Count Me In Number Chums is a native iOS and Android tablet game aimed at pre-school children learning numeracy skills and Space Trader is a web-based game targeted at key stage two and deals with long division. My duties and responsibilities included : • Creating and maintaining a codebase in lua for Corona SDK and structure all the game logic • Writing html, css and javascript for webbased deployment • Organising data into maintainable xml files • Preparing images and spritesheets from design Photoshop Documents • Working with designers and editors to refine gameplay mechanics and interactive elements. • Documenting all the code and software processes for the inhouse team to take on any future updates

## **Dot New Media**

06 / 2007 - 06 / 2014

Designer Developer

At Dot New Media I was responsible for creating websites and web content, building mobile apps and games, creating museum interactives and shooting and editing videos and animations. I gained an insight into the digital media industry and developed some advanced and varied skills ranging from graphic design to museum exhibition fabrication to software application development.

Some of the clients and projects I worked with included:

- English Heritage & Chiswick House Gardens • NHS & Queen Mary's Hospital Roehampton
- Basildon Council & Wat Tyler Country Park • Queen Mary University London • Brewers painting and decorating merchant • PwC

## **EDUCATION**

### **University of Brighton**

2003 - 2006

BA Honours , Music & Visual Art

### **Plymouth College of Art**

2002 - 2003

Foundation studies in Art & Design , Fine Art

### **Cheadle and Marple Sixth Form College**

2000 - 2002

High School , A Levels

### **Marple Hall High School**

1995 - 2000

High School , GCSEs

## **INTERESTS**

Music, Art, Photography, Game / App development, Sailing, Cycling, Swimming

## **LANGUAGES**

• **English** ( Native or bilingual proficiency )

• **German** ( Full professional proficiency )